

Application No.: 10/734,001

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Docket No.: 595122001600

**AMENDMENTS TO THE CLAIMS**

Claim 1 (currently amended): A gaming machine having a display and a game controller arranged to control images of symbols displayed on the display, the game controller being arranged once a player has bet a wager to play a base game wherein at least one random event is caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, the game controller being adapted to test whether a trigger event has occurred during the play of a base game, and if so, award the player a game feature, the game feature having a plurality of possible outcomes with each outcome having a different probability of occurring, the gaming machine further comprising a selector operable by the player prior to the play of the awarded applicable to a game feature to enable a player to select where, upon a trigger condition occurring in a base game, a player is afforded an opportunity of predicting an outcome at least one of the possible outcomes of the game feature and, if the player's prediction is correct, a bonus is awarded selected outcome occurs the game controller is adapted to award a bonus to the player, wherein the value of the bonus awarded to the player is related to the probability of achieving the selected outcome.

Claim 2 (previously presented): The gaming machine of claim 1 in which the game feature is a series of free games.

Claim 3 (currently amended): The gaming machine of claim 2 in which the outcome which the player selects is the number of times a particular event occurs during the playing of the series of free games, in respect of which the player can make the prediction constitutes one of a number of possible outcomes of game features.

Claim 4 (currently amended): The gaming machine of claim 2 [[3]] in which the outcome which the player selects is the number of times a occurrence of a particular symbol occurs during the playing of the series of free games constituting the game feature.

Claim 5 (currently amended): The gaming machine of claim 1 [[3]] in which the outcome is a prediction of relates to an amount won during the game feature.

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Claim 6 (canceled):

Claim 7 (currently amended): The gaming machine of claim 1 ~~[[6]]~~ in which the value of the bonus associated with each selectable outcome is directly proportional to the probability of achieving the outcome, higher the degree of difficulty of achieving an outcome, the greater the bonus awarded if the player's prediction is correct.

Claim 8 (currently amended): The gaming machine of claim ~~[[1]]~~ 3 in which the display includes a meter for displaying a count of the number of times a particular event has occurred during the base game, information related to the outcome.

Claim 9 (previously presented): The gaming machine of claim 1 in which the selector is a touch screen implemented device for enabling the player to select one of a number of icons relating to potential game feature outcomes.

Claim 10 (previously presented): The gaming machine claim 1 in which the bonus which is awarded is multiplied by the number of credits bet in the underlying base game.

Claim 11 (currently amended): A method of playing a game on a gaming machine~~[[,]]~~ the gaming machine having a display and ~~being controlled by~~ a game controller arranged to control images of symbols displayed on the display, the game controller being arranged once a player has bet a wager to play a base game wherein at least one random event is caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, the game controller being adapted to test whether a trigger event has occurred during the play of a base game, and if so, award the player a game feature, the game feature having a plurality of possible outcomes, the gaming machine further comprising including a selector operable by the player prior to the play of the awarded game feature to enable a player to select at least one of the possible outcomes of the game feature, applicable to a game feature and the method including~~[[,]]~~ the steps of: upon a trigger condition occurring in a base game, affording a player an opportunity of predicting an

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~~outcome of the feature and, if the player's prediction is correct, awarding a bonus to the player.~~

allowing a player to bet a wager on the machine;

causing a base game to be played on the machine;

testing to assess whether a trigger condition has occurred during the play of the base game, and if so;

awarding the player a game feature;

prior to the play of the game feature, allowing the player to select, using the selector, one of a plurality of possible outcomes to occur during the play of the feature game; and

if the selected outcome occurs during play of the game feature, awarding the player a bonus.

Claim 12 (previously presented): The method of claim 11 which includes implementing the game feature as a series of free games.

Claim 13 (currently amended): The method of claim 12 in which the outcome which the player selects is the number of times a particular event occurs during the playing of the series of free games, which includes rendering the outcome in respect of which the player can make the prediction as one of a number of possible outcomes of game feature.

Claim 14 (currently amended): The method of claim 12 ~~[[13]]~~ in which the outcome which the player selects is the number of times a particular symbol occurs during the playing of the series of free games, which includes rendering the outcome as the occurrence of a particular symbol during the playing of the series of free games constituting the game feature.

Claim 15 (currently amended): The method of claim 11 ~~[[13]]~~ in which include rendering the outcome [[as]] is a prediction of an amount won during the game feature.

Claim 16 (previously presented): The method of claim 11 which includes relating the bonus which is awarded to the degree of difficulty of achieving the outcome.

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Claim 17 (currently amended): The method of claim 16 in which the higher the degree of difficulty of achieving an outcome, the greater the bonus awarded if the player's selected outcome occurs. ~~prediction is correct.~~

Claim 18 (previously presented): The method of claim 11 which includes displaying information related to the outcome on a meter of the display.

Claim 19 (previously presented): The method of claim 11 which includes implementing the selector as a touch screen implemented device for enabling the player to select one of a number of icons relating to potential game feature outcomes.

Claim 20 (previously presented): The method of claim 11 which includes multiplying the bonus which is awarded by the number of credits bet in the underlying base game

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